

"ORIGIN OF THE SORCERESS"

MU #66073

JULY 31, 1984

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MASTERS OF THE UNIVERSE
MU #66073 - ORIGIN OR THE SORCERESS
SPECIFIC CHANGES
AUGUST 15, 1984

Page 32, Scene 163, changed hims to hers, in Sorceress dialogue.

# HE MAN AND THE MASTERS OF THE UNIVERSE

### ORIGIN OF THE SORCERESS

MU #66073

ACT ONE

FADE IN:

EXT CASTLE GRAYSKULL - ESTABLISHING

We PUSH THROUGH and

DISSOLVE TO:

INT GRAYSKULL - THRONE ROOM

Where we continue to PUSH IN toward the SORCERESS, who sits upon the high throne, eyes closed - not asleep, alert - possibly deep in thought.

CLOSE ON SORCERESS

As slowly, not with a start, her eyes open.

ANGLE ON WALL - HER POV

As there appears an image of a WHEEL OF FIRE (not really there, a vision of sorts). It spins, faster and faster, and a large, comet-like section splits off and heads toward her.

ON SORCERESS

As she holds up one hand and the comet-like object stops just in front of her palm, tail shipping. It doesn't even take any effort - it's just as though she batted a gnat.

SORCERESS

So ...

ANGLE ON WHEEL OF FIRE

SORCERESS (VO, con't)

The Wheel of Fire returns.

ON SORCERESS

Looking thoughtful, almost sad.

SORCERESS

I had hoped this day would never come. But now, it is nearly time.

ANGLE ON WHEEL OF FIRE

PUSHING IN under:

SORCERESS (OS)

Time for the battle to begin again.

As we PUSH IN on the Wheel of Fire,

DISSOLVE TO:

EXT TERRACE - PALACE

Where ORKO is pacing in a circle in the air, in a pattern similar to the Wheel of Fire in PREVIOUS SHOT (kinda like a match cut). PULL BACK to REVEAL ADAM sitting in a lounge chair kind of seat, CRINGER at his feet.

ON CRINGER

Watching Orko go round, and round, and round.

CRINGER

Y-you're making m-me seasick -and we're n-not even near the water! It's very c-confusing!

ON ADAM

Opening one eye, looking over at Orko.

**ADAM** 

Cringer's right, Orko. Relax.

ORKO (OS)

I can't help it, Adam.

ON ORKO

Still float-pacing.

ORKO

Man At Arms hasn't come out of his laboratory for days, working on his new invention. It must be something really special.

ON ADAM

He smiles, hands clasped behind his head, quite relaxed.

ADAM

Just can't stand the suspense, eh?

ON ORKO

He starts to circle faster.

ORKO

Of course I can!

Circling now so fast, he turns into a BLUR of anticipation.

ORKO

Doesn't bother me at all!

MAN AT ARMS (OS)

Glad to hear it, Orko!

And Orko comes to a screeching stop.

ORKO

Man At Arms!

REVERSE ANGLE - ON MAN AT ARMS - NEAR DOORWAY

Man At Arms stands beside a huge, sliding door panel that leads to his laboratory. It is, at the moment, only partly open.

ORKO (OS)

Is it finished?

MAN AT ARMS

See for yourself!

And he pushes a button on the door panel. It slides away to reveal STRIDOR! Stridor the wonder horse! Stridor, the robot steed with piston legs and flashing eyes. That Stridor!

ORKO (OS)

Wow! It's a horse!

OUT

REVISED DATE 8/7/85

1617

ON ADAM

Who rises from his lounge chair, impressed, and starts toward Man At Arms.

ADAM

A robot horse.

WIDE ON MAN AT ARMS - INCLUDE STRIDOR

As Adam ENTERS FRAME

MAN AT ARMS
His name is Stridor. He has
terrific strength and a
computer system that can detect
trouble quickly. The perfect
companion for He Man.

20

ON CRINGER

Who starts up at this.

CRINGER

B-b-but, I'm the perfect companion.

21

ON ADAM AND STRIDOR

**ADAM** 

(laughs)

Don't worry, Cringer -- nobody could ever replace you.

Then, abruptly, Stridor raises his head in a (SFX) NEIGH that could rattle windows in Azusa.

28

ON MAN AT ARMS

Hands over his helmeted ears, looking confused. He glances around.

MAN AT ARMS
I don't understand -- Stridor's
only supposed to do that to warn
us of some danger. But there's no
danger here.

ANGLE ON ORKO AND CRINGER

As a shadow falls across them from somewhere high above. Orko and Cringer look up.



ORKO

I wouldn't be so sure, Man At Arms. Look!

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ANGLE ON SKY

Where the same Wheel of Fire we saw earlier fades into sight, only much, <u>much</u> larger, far from them, revolving. Suddenly it shoots out a fiery meteor (as before).

ORKO (OS)

Uh-oh!

As the meteor suddenly explodes into many different, huge parts, all hurtling down.

25

WIDE - ADAM, ORKO, CRINGER, MAN AT ARMS, STRIDOR

ADAM

It's heading straight for the Palace! We've got to stop it!

MAN AT ARMS Quick, everyone -- scatter!

And everyone but Adam and Cringer leaps OUT OF FRAME.

20

ON ADAM

Reaching for his sword. He holds it aloft.

27

TRANSFORMATION SEQUENCE

ADAM

By the power of Grayskull!

Adam is transformed into HE MAN.

HE MAN

I have the power!

He points the sword OS.

28

ON CRINGER

Cringer is transformed into BATTLECAT.

# 🦳 🦳 MEDIUM ON MAN AT ARMS

Standing on a ledge on the upper level of the Palace, pointing up OS.

### MAN AT ARMS

Here they come!

ANGLE ON SKY

As the meteor fragments hurtle THROUGH and down OS.

WIDE ON HE MAN

With two successive WHACKS of his sword he pulverizes two of the fragments.

ON BATTLECAT

He leaps and butts one fragment with his armored headpiece, with the same result.

ON MAN AT ARMS

Firing from his wrist blaster.

ANGLE ON TWO FRAGMENTS

Speeding down when two of Man At Arms' blasts hit them, and they explode into harmless dust.

WIDE ON STRIDOR

With rapid fire blows of his hind legs he destroys two or three of the incoming fragments.

ON ORKO

He floats, one eye squinted, trying to think.

ORKO

Let's see...falling rocks so hard and hot -- turn into...er...

ANGLE ON A FRAGMENT

Really big, with Orko's name (figuratively) written all over it.

ORKO (OS, con't)

Turn into...ah...

ON ORKO

He snaps his fingers, getting it.

ORKO

Turn into something safe and wet!

Magical EFX shoot OS.

ANGLE ON BIG FRAGMENT

As the MAGICAL EFX hit it, and it turns white, pulpy.

ON ORKO

As the fragment hits him, only now it's just one huge, wet, snowball. It GLOMPS down on him, covering him -- and he pokes his head out.

ORKO

Hey, how about that! I'm a
snowman!
 (looking up)
Yike!

And he just barely ducks as a final, big fragment rushes past and overhead, shooting diagonally THROUGH and OS past the spire on which Orko is perched.

ANGLE ON HE MAN

As he brings his sword back, flat side out.

HE MAN

Right back at you!

And swinging the sword like a baseball bat, he knocks the fragment up and OS.

ANGLE ON SKY

As the fragment sweeps up and hits the Wheel of Fire, and both disappear with a satisfying BANG!

ANGLE ON STRIDOR

Who neighs in triumph.

ON MAN AT ARMS

MAN AT ARMS

Whew! What was that all about?

OUT

WIDEN TO INCLUDE HE MAN

He Man sheathes his sword.

REVISED

HE MAN

I don't know. I've never seen anything like it before.

SORCERESS (VO)

I have.

HE MAN

What? When?

OUT

ANGLE ON HE MAN

SUPERIMPOSE Sorceress' face, telepathy EFX.

SORCERESS (VO)

You must come to Castle Grayskull immediately. I will explain then.

HE MAN

All right.

SORCERESS (VO)

One more thing. What I will tell you must remain absolutely secret -so you must come alone.

Telepathy EFX OUT.

ANOTHER ANGLE - HE MAN AND MAN AT ARMS

MAN AT ARMS Sounds like trouble, He Man.

Orko flits INTO FRAME, followed by Battlecat.

ORKO

Anything we can do to help?



ON HE MAN

Shaking his head at this.

HE MAN (OS)

No, not this time, Orko.

50

ON HE MAN

HE MAN

The Sorceress says I must come alone, but...

51

ON STRIDOR - HE MAN'S POV

Clomping toward us.

HE MAN (OS, con't)

Hmmm. A robot like Stridor might come in handy.

6

ON MAN AT ARMS

Who nods.

MAN AT ARMS
Then take him, He Man, with my best

wishes. And good luck!

CUT TO:

53

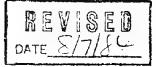
EXT CASTLE GRAYSKULL

CAMERA PUSHES IN under:

SORCERESS (VO)

Thank you for coming, He Man.
The one responsible for the Wheel
of fire was called Morgoth the Terrible.

DISSOLVE TO:



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/ INT SORCERESS' MIRROR ROOM

Before He Man and the Sorceress is her viewing mirror, which is at enough of an angle to us that we CANNOT SEE yet what they are looking at, only a vague pulsation of color and light. Stridor is visible in the BG.

HE MAN

Was he a sorcerer?

SORCERESS

Yes, once. A very long time ago.

ANGLE ON VIEWING MIRROR

Where, as the Sorceress speaks, we SEE brief scenes fading in and out: MORGOTH (see Cast List) concealing a huge, black book under his flowing robes, along with a crystal orb and a staff. Morgoth on a high mountain, reading aloud from the book, as lightning flashes all around. Morgoth, now a giant, striding over hills and forests, and Morgoth disappearing into a huge whirlpool-like dimensional gate.

### SORCERESS (VO)

He sought to rule Eternia, and the universe itself. He sought more power than any mortal should. He became a giant, immortal, with terrible powers. Just in time, the Ancients cast him into a prison zone, a dimension from which there would be no return.

ON HE MAN

Who nods, looking grim.

HE MAN

Until now, that is.

SORCERESS (OS)

That is correct, He Man.

CLOSE ON SORCERESS

SORCERESS

Once before, Morgoth tried to break through to Eternia, and I was able to stop him. This time, he will be prepared for me. But the two of us, together, might be enough to stop him. TWO SHOT - HE MAN AND SORCERESS

HE MAN

So what's our first step?

As she answers, she raises her palms upward, and MAGICAL EFX radiate out in a circle.

SORCERESS

We must journey to Dark Mountain.

INSERT - FLOOR PANEL

Which slides back as the EFX hit it, and a crystal rises.

SORCERESS (VO)

For that, I must call up the Crystal of Allenar, which will allow me to use my powers and maintain my true form outside Castle Grayskull.

ON SORCERESS

As the crystal, fairly small, merges with the palm of her hand with a brief flash.

SORCERESS

The crystal will last for only one day and one night, and can only be used in the greatest of emergencies.

WIDEN TO INCLUDE HE MAN

SORCERESS

And now, we must go to prepare for the coming of Morgoth.

CUT TO:

EXT PLAIN BELOW DARK MOUNTAIN

Where He Man reins in Stridor, who is clomping his way across the plain, He Man astride him.

HE MAN

Whoa. So that's Dark Mountain!

ANGLE ON DARK MOUNTAIN - HE MAN'S POV

CAMERA PANS UP this mountainous monstrosity, this evil looking compilation of sheer bluffs, craggy rocks, and sharp spires - a Not Nice place. If there is a center of evil in the universe, and that place has a rear entrance -- this is it.

HE MAN (VO)

Looks like we've got quite a climb ahead of us.

SORCERESS (VO)

(telepathic)

To the very top, He Man.

ANGLE ON SKY

As ZOAR flies INTO FRAME, hovers briefly.

SORCERESS (VO)

(telepathic)

There you will find the base of Morgoth's power.

ANGLE ON HE MAN AND STRIDOR - FOOT OF MOUNTAIN

HE MAN

Well, let's go, Stridor. I think you can handle it.

And Stridor nods, and begins clomping up the sharp angled ridge.

WIPE TO:

EXT RUINS OF MORGOTH

CAMERA PANS the ruins. We're talking old here. Tumble-down stone figures, broken gargoyle types, collonades, all like that (an elaboration on MU #66014).

HE MAN (VO)

Not much left, is there?

ANOTHER ANGLE - FAVORING HE MAN AND SORCERESS

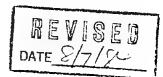
Standing amid the ruins.

SORCERESS

No, but there is power here, even after all these years. Power that Morgoth will draw upon when he tries to break through.

HE MAN

How long do we have to wait?



64

65

(C8

# CLOSE ON SORCERESS

Who cocks her head, thinking, remembering.

#### SORCERESS

Until dawn. We must keep watch tonight, just in case. But Morgoth is set in his ways. He will come at dawn.

(0)

WIDER - INCLUDE HE MAN AND STRIDOR

### SORCERESS

The last time we fought, I was still new to the secrets of Grayskull, still learning. This time he will find me a more experienced adversary.

10

CLOSE ON HE MAN

#### HE MAN

You mean -- you weren't <u>always</u> the Sorceress?

SORCERESS (OS)

No, He Man.

MEDIUM ON SORCERESS

#### SORCERESS

There was a time when I was a mortal, just like anyone else. But then, one day, something happened to change all that. Here, let me show you. Perhaps it will help us to pass the time more quickly.

She turns and goes to a nearby wall.

ANGLE ON WALL - FAVORING SORCERESS

As she passes a hand across the surface of the wall, the surface shimmers and an approximation of the Viewing Mirror appears. The surface of the mirror shifts, runs with colors, then steadies.

SORCERESS

My name then was Teela Na.

There appears on the viewer a profile of the younger Sorceress, then as normal as anyone else. CAMERA TRUCKS IN toward the image, then

RIPPLE DISSOLVE TO:



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## EXT OPEN AIR MARKET

Where a young Sorceress - same profile as seen earlier - is evident. As the CAMERA PULLS BACK we SEE that she is in an open air marketplace, chatting with two other women. They stand next to a large loom, ornate rugs and such like draped across lines for easy display. We DO NOT HEAR them as of yet. All MOS under:

SORCERESS (VO)

Our village of Nowella was quiet, peaceful. But it would not remain

that way long.

# EXT DARK MOUNTAIN

Only now the ruins are in perfect shape. UNDER DIALOGUE we SEE a hole in the air appear, with much swirliness, and with a flash of light, a smaller version of Morgoth appears (man size).

SORCERESS

For we did not know that Morgoth had broken through in secret, determined to conquer Eternia. But this time, he would have help.

And Morgoth fires a powerbolt up OUT OF FRAME.

# ANGLE ON SPACE

As the powerbolt recedes into space.

SORCERESS (VO)

He betrayed our planet to an invading army then terrorizing hundreds of worlds.

ANOTHER ANGLE - THE VILLAGE

A few villagers stand beside huts, fruit stands, and the like, chatting amiably. We HEAR growing chatter.

SORCERESS (VO)

We had not known war for as long as anyone could remember. Perhaps that is why we fell so easily when the attack came.

And at a WHOOSHING sound the villagers all look up OS.

ANGLE ON SKY

Where a Horde scout ship zooms INTO FRAME. (Not vital that the viewers know this. It could be any advance force - just so we know how it fits in.) It's angular, black, bat-like - uqly as all get-out. It hovers briefly.

76

INT HORDE SCOUT SHIP

Where FERROS, armored (early Horde period) and rat-like, sits at the controls.

FERROS Commence firing!

11

ANGLE ON REPTA AND RACHNEY

Two other Horde soldiers, the first lizard-like, the other Arachnid-like, with two extra arms. They turn to their panels and hit buttons.

EXT SCOUT SHIP

As rays arc out, shooting down OS.

ANGLE ON TALL HUT

The ray hits the hut, and it goes up in flames and explosion.

50

ANGLE ON TEELA NA (SORCERESS IN YOUTH)

As the women near her turn and run, and Teela Na is momentarily too stunned to move, hand at her mouth, looking at the scenes of devestation.

SORCERESS (VO)

The attackers were advance scouts sent by the army Morgoth had summoned.

81

ANGLE ON HUTS

As they blow up, burn (no one is seen, no one is hurt).

57

CLOSE ON BURNING HUT

CAMERA PUSHES IN under:

SORCERESS (VO)

In less than an hour, we were all taken prisoner -- to await whatever the advance force might decide to do with us...and Eternia.

DISSOLVE TO:

53

ON RACHNEY'S FACE

Too close yet to see where we are.

RACHNEY

I say we notify the rest of the fleet now! Invade now! In force!

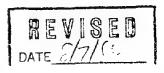
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WIDER

Revealing Repta and Ferros, sitting at an inn-like table.

REPTA

No! We don't need the others! We are strong here! I say we conquer Eternia for ourselves!



**FERROS** 

I agree!

MORGOTH (VO)

Do you, now?

They turn, look OS.

ON MORGOTH He steps into the room, looking menacing.

MORGOTH

I would remind you that <u>I</u> summoned this scouting party! And wht I say -- goes!

3000.

And he suddenly shoots out a ray OS at them.

OUT

INT ADJOINING ROOM

Where a bunch of captured villagers sit, most in darkness and unmoving. Teela Na stands near another VILLAGER (male, cowardly) who peers into the room through a crack.

TEELA NA What are they doing in there?

VILLAGER

Trust me, you don't want to know.

INT INN

ON MORGOTH

Repta and Rachney, dazed, pick themselves up off the floor.

MORGOTH (OS)
Any more bright ideas?

They both shake their heads in a emphatic "no."

Who sits back down at the long table.

•

MORGOTH
Good. Now perhaps we can discuss
this more reasonably

this more...reasonably.

INT ADJOINING ROOM

The Villager, shaking his head, steps away from the wall.



VILLAGER

Listen to those three. If this is how they treat their own kind, we're lost!

ON TEELA NA

TEELA NA

No, we can't surrender to that traitor Morgoth. Not yet. Not as long as we can fight.

ON VILLAGER

Incredulous.

VILLAGER

Fight them? Are you out of your mind?! We haven't got a chance!

OLD MAN (OS) No -- there is a way.

And the Villager looks down OS at:

OLD MAN

Sitting in a corner, a single candle burning before him.

OLD MAN

There is...the Castle.

VILLAGER (0)S

Ha! Is that the best you can do?

WIDER - INCLUDE TEELA NA AND VILLAGER

As Teela Na bends down beside the OLD MAN.

TEELA NA

What castle?

VILLAGER

Don't listen to the old fool. He's a teller of stories, none of them

ON TEELA NA AND OLD MAN

As she leans in close to him.

TEELA NA

Tell me of the castle.

OLD MAN

No one has even been inside, but it is said that when the evil times come, and a fighter for good is needed, the Castle of Grayskull will open its great jawbridge.

TEELA NA

Well, these are pretty evil times. Where can I find it?

CLOSE ON OLD MAN

Trying to remember.

OLD MAN

How did it go? "In barren places find ye hope, and where no water springs, no plant grows, no wind blows, find all you need."

WIDER - INCLUDE ALL THREE

As Teela Na stands.

TEELA NA

Sounds like the wasteland.

VILLAGER

Sounds like madness to me.

She turns to him, turns on him.

TEELA NA

Do you have any better ideas?

VILLAGER

Yes. Surrender.

TEELA NA

Never!

And she turns and stalks away.

DISSOLVE TO:

EXT DETENTION HUT - NIGHT

As a figure appears from under the hut: Teela Na. She looks around and dashes OS under:

REVISED

SORCERESS (VO)

That night, with the old man's help, I escaped from our captors. We dug a hole beneath the wall, and I went out alone. No one would come with me.

98

ANGLE ON REPTA

Half dozing out in the open, against a wall -- when suddenly he's all alert.

REPTA

Hey! Prisoner escaping!

And he fires OS with a ray device.

99

ON TEELA NA

Dodging the bolts, then jumping over a small hill and out of sight.

100

ON REPTA

As Rachney and Ferros ENTER FRAME.

REPTA

Quick! We've got to go after her!

**FERROS** 

No! You fool! If we do, the rest will escape, too.

CLOSE ON FERROS

Gloating confidently.

**FERROS** 

Let the wasteland have her. We can find out where she went from the others. Besides, she is one woman -- alone -- she can do nothing to harm us.

SORCERESS (VO)

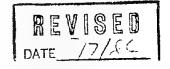
And that was their greatest mistake, though by morning I might have believed them.

DISSOLVE TO:

10)

EXT SKY - SUN

Beating down mercilessly. PAN DOWN to the wasteland. Nothing here lives -- but there are footprints. We FOLLOW them until we SEE a figure far away, at the end of the long line of prints.



ANGLE ON TEELA NA

Waling virtually on autopilot. Hot. Tired. Weak.

SORCERESS (VO)

I do not know how long I walked. One day...two. Finally, I could walk no more.

And Teela Na collapses into the sand.

CLOSE ON TEELA NA

Out of it. She blinks, trying to focus, flat on her back.

TEELA NA

Help us...someone...my village... someone...

And at that, there is a deep, awesome RUMBLING. She looks up for the source of it. We're talking terrific noise here. Something that would make the grinding of tectonic plates sound like a cap pistol.

HER POV

As first the air shimmers, and there appears Castle Grayskull, coming out of its invisible barrier. (It had one then, but later sold it. Think of this as the equivalent of the Bird of Prey uncloaking in "Star Trek III".)

ANOTHER ANGLE

Teela Na in the FG as she sits up a little. The jawbridge is coming down virtually at her feet. It slams down with a terrific BOOM! And from the darkened interior we HEAR an old, female voice:

KUDUK UNGOL (OS)

(reverb)
You who seek help, enter.

ON TEELA NA

Impressed, and maybe a little scared.

KUDUK UNGOL (OS)

(reverb)
But know you this: if you enter
the walls of Castle Grayskull,
you may never again be the
same as you are now.

REVISED

TEELA NA

(nervous)

I...I understand.

And she begins walking forward, heading OS.

KUDUK UNGOL (OS)

(reverb)

No, you do not understand -- yet.

108

ANGLE ON JAWBRIDGE

As Teela Na crosses.

KUDUK UNGOL (OS)

(reverb)

But you will soon.

109

ANOTHER ANGLE - WIDER

As she crosses the threshold, enters, the jawbridge rising behind her.

KUDUK UNGOL (OS)

(reverb)

Or else all is lost...forever.

And the jawbridge slams shut with an impressive BOOM!

END ACT ONE

MU #66073

# HE MAN AND THE MASTERS OF THE UNIVERSE

### ORIGIN OF THE SORCERESS

MU #66073

ACT TWO

FADE IN:

EXT DARK MOUNTAIN - NIGHT

CAMERA PUSHES IN on the craggy peaks. (A single bolt of lightning in the distance would be nifty.) All under:

SORCERESS (VO)

When I passed through the gates of Castle Grayskull for the first time, I didn't know if I would ever come out again.

DISSOLVE TO:

EXT RUINS

Visible in the glow of a floating ball of light, He Man half sits on a flat boulder near the Sorceress, who is standing beside the wall cum viewing screen we saw earlier. On the screen, momentarily frozen, is the same scene we saw before, of the jawbridge closing.

SORCERESS

But from the moment I stepped inside, I knew I wasn't alone.

ON HE MAN

As we HEAR a series of menacing HOWLS. He looks around.

HE MAN

Sounds like we're not alone either.

THEIR POV

As in the darkness beyond their small light we SEE eyes blinking, perhaps a dim outline of wolf-like animals.

SORCERESS (OS)

Night-walkers!



ANGLE ON SORCERESS

SORCERESS

They are waiting for the return of their master, Morgoth.

ON NIGHT WOLVES

Edging forward. Assorted growls.

HE MAN (OS)

Well, they'll have to wait somewhere else!

116

ON HE MAN

As he draws his sword and goes to the ball of light.

HE MAN

Let's see if we can't shed a little light on the problem.

He stands in front of the ball of light, bringing the sword back like a baseball player.

HE MAN

By the power of Grayskull!

And the sword glows, and he slashes into the ball of light, which explodes like a mass of Roman candles, mystical fireworks shooting OS in all directions.

ON NIGHT WOLVES

As the brilliant bursts of light WHOOSH between them and around them. In the brief bursts, we SEE them as (perhaps) wrinkled, pasty-white creatures who have lived so long in darkness that they have lost all color. They beat a hasty retreat in the face of the onslaught, howling all the way.

ON HE MAN AND BALL OF LIGHT

As the ball of light returns to normal, He Man returns his sword to its sheath.

HE MAN

That should take care of them.

SORCERESS (OS)

Only for a while, He Man.

REVISED DATE \$17/85

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He turns to look OS in her direction.

ON SORCERESS

Standing by the wall/viewer.

SORCERESS

Once Morgoth has broken through -if we can't stop him -- they will
return. That will be soon. Dawn
is not far off now.

ON HE MAN

HE MAN

Is there enough time to finish your story?

SORCERESS

Yes, I think so.

WIDER

And she steps slightly to one side, allowing a clearer view of the magical viewer, which still displays the exterior of Castle Grayskull. CAMERA PUSHES IN toward the scene:

SORCERESS

As I said, I was no sooner inside Castle Grayskull for the first time when I realized that I was not alone.

RIPPLE DISSOLVE TO:

INT CASTLE GRAYSKULL

Where Teela Na , Sorceress-to-be, walks through the gloom of the main chamber.

TEELA NA

Hello? Is...is anyone here?

KUDUK UNGOL (OS)

I...am here.

And startled, Teela Na looks ahead OS.

ANGLE ON THRONE

Where two lights suddenly flare into existence on either side of the throne. And there, sitting, waiting, is KUDUK UNGOL, the Sorceress. She is old, wise, and whereas the Sorceress as we know her bears a resemblance to a falcon, Kuduk Ungol resembles a hawk. She looks down at her with great dignity, and careful concern.

REVISED

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12

ON TEELA NA

Looking just a touch nervous, she steps forward.

REVISED

TEELA NA

You...you know my name!

125

ON KUDUK UNGOL

Who nods sagely.

KUDUK UNGOL

I am Kuduk Ungol, the Sorceress, keeper of the secrets of Castle Grayskull -- and I have been watching you for some time. Now, what has brought you here at last?

120

ON TEELA NA

TEELA NA

My village is under attack by invaders. If they are not stopped, all of Eternia may fall to them.

KUDUK UNGOL (OS) And you wish to help?

TEELA NA

Of course. They are my people.

121

ON KUDUK UNGOL

KUDUK UNGOL

Then I offer you a bargain. I will give you all the power you need to help yourself, and your people.

120

ON TEELA NA

Who considers this briefly, and nods her head.

TEELA NA

I accept.

KUDUK UNGOL (OS)

Wait! Not so fast. You have not yet heard the rest of the bargain.

129

ON KUDUK UNGOL

Who rises, and begins slowly to descend the steps from the throne. She is even more evidently on her last legs (feathers?) as we can see her working her way down the long staircase.



KUDUK UNGOL

I have been Keeper of Castle Grayskull for a...long...time. My time here is nearly through, but I cannot leave without first finding someone to take my place. I offer that position...to you.

120

ANOTHER ANGLE INCLUDES TEELA NA

They face one another, a wide gap of floor between them.

KUDUK UNGOL

It will not be an easy task, Teela Na. You will fight many battles, see great sadness, and great joy. As Keeper of Castle Grayskull, you must fight a constant war against evil, and comfort those in need. And you will never be mortal again.

She gestures OS.

131

OUT

INSERT - SHOT OF TWO POWERSWORDS

The other one is She-Ra's (a little extra to get the viewers' minds working). They both hang on a far wall.

KUDUK UNGOL

Finally, you must preserve and protect the Swords of Power, until the day comes when they may be claimed.

135

ON KUDUK UNGOL

KUDUK UNGOL

Teela Na...I know your heart. I know that you are worthy. But the decision...is yours.

134

ON TEELA NA

Who thinks it over real hard, then stands tall and nods.

TEELA NA

I accept.

ON KUDUK UNGOL

He raises his arms to the ceiling, looking triumphant.

REVISED

KUDUK UNGOL

Then by the power of Grayskull, let it be done!

And magical EFX shoot out of her hands and down OS.

ON FLOOR NEAR THRONE

And the twin rays hit the floor between Teela Na and Kuduk Ungol. Where they hit, the floor parts. The trap doors swing up and open on either side. Beneath the opening, we can see a churning, brilliant pool. It needn't be water, exactly, just mist or such.

KUDUK UNGOL (OS)

Enter the Pool of Power!

ON KUDUK UNGOL

Arms still raised, still emitting rays.

KUDUK UNGOL

Only the purest, and the gentlest, may have the Power of Castle Grayskull. If the Castle accepts you -- you will emerge changed. Enter!

ON TEELA NA

Who nods, and dives into the pool. It churns as she vanishes from sight.

ON KUDUK UNGOL

Anxious. Waiting. Will it work?

ON POOL OF POWER

As suddenly there's a geyser that shoots up into the room, all asparkle with energy and brilliant lights.

ON TOP OF GEYSER

As suddenly there emerges ZOAR THE FALCON! The Sorceress transformed! She flies OS.

ON KUDUK UNGOL

Looking triumphant, clapping her hands together.

REVISED DATE S/7/20

KUDUK UNGOL

(laughs)

A falcon! Excellent! Ever alert, wise and quick!

45

CLOSE ON ZOAR

Joyed, but a little scared.

SORCERESS

(telepathic)

I can fly! But -- how do I turn back? What do I do?

KUDUK UNGOL (OS)

Concentrate!

WIDE ON KUDUK UNGOL

The falcon swoops INTO FRAME before her.

KUDUK UNGOL

That's it! Think! Change!

And Zoar transforms into the Sorceress, looking just as we know her now. She looks at her changed appearance.

SORCERESS

I'm...I'm different!

KUDUK UNGOL

As I told you. From this day on, you shall ever be...the Sorceress!

REVERSE ANGLE - HIGH

CAMERA PULLS BACK, looking at the Sorceress and Kuduk Ungol.

SORCERESS (VO)

As it happened, the change was just in time.

WIPE TO:

10

OUT

INT TOWN SQUARE

Where Ferros, Repta, and Rachney stand before the Old Man, who huddles against the wall of a remaining hut.

REVISED

**FERROS** 

For the last time, old man -where is the girl? We know you helped her escape. Now tell us where she is!

148

CLOSE ON OLD MAN

Standing unbowed, unbroken.

OLD MAN

No! You...you vultures!
Do what you want to me, but I'll not lift a finger to help you!

FERROS (SO)

Very well then. Perhaps you need some...encouraging.

149

ON FERROS AND REPTA

Where Repta holds a non-gun ray rifle.

**FERROS** 

Let's give the old fool an example of what we have in mind.

He points up and OS.

**FERROS** 

That falcon -- a good place to start. Show him what we can do.

REPTA

Yes, captain!

And Repta fires OS.

40

ON ZOAR

As she deftly avoids the ray incoming from OS and, wheeling TOWARD CAMERA, lets loose with two rays of her own, coming from her eyes.

ON REPTA

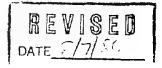
As the gun is shot out of his hands.

REPTA

Hey! That's not supposed to happen!

ON FERROS AND OLD MAN

As the Old Man looks on, beaming.



OLD MAN

It would seem, <u>Captain</u> <u>Ferros</u>, that you are no longer the most powerful force on Eternia!

**FERROS** 

Impossible!

Which is all he has time to say before two ray blasts send him scurrying OS.

ANGLE ON ROOF OF HUT

REPTA (OS)

Where is it? Where did it go?

Zoar lands and changes into the Sorceress.

SORCERESS

Invaders! I am ordering you off the free planet Eternia! You have no place here!

/54/ ANGLE ON SCOUT SHIP

The door to the cockpit open, where Ferros turns, sees her as Repta and Rachney climb in behind him.

**FERROS** 

We'll see how bravely you talk when our troops arrive in force!

INT COCKPIT

Where Rachney is on the communicator.

RACHNEY

This is Scout Seven! This is Scout Seven -- Aaaak!

As a ray bolt coming in the cockpit door blasts the communicator.

156 ON FERROS

As Rachney sticks a head out the cockpit doors.

RACHNEY

The communicator's been destroyed!

**FERROS** 

Then we'll make our report in person. And when we return, you'll regret this!

And he jumps into the scout ship, the door irising closed behind him. A second later it roars OS.

ON OLD MAN

OLD MAN

You've got to stop them! Hurry!

ON SORCERESS

SORCERESS

Don't worry. They're not going anywhere. At least not where they think they're going.

And she claps her hands over head, with magical EFX emanating all around.

INT HORDE SCOUT SHIP

As Ferros, at the controls, looks up - and doesn't like what he sees.

**FERROS** 

What the --? Turn about!

EXT SCOUT SHIP - SKY

As the ship surges into a rift in the sky, a hold (similar to the dimensional gates in the Castle) that shimmers and then closes behind them with a POP under:

REPTA (VO)

Too late!

ON OLD MAN

As the Sorceress comes up alongside him.

OLD MAN

Where...where did they go?

SORCERESS

Far away. By the time they find their way home, and report, we'll be ready for them.

MORGOTH (OS)

But are you ready for me?

And she looks OS.

REVISED DATE 8/7/80 IdA

HER POV

As Morgoth emerges from a hut to face her.

MORGOTH

You are no match for my magic!

SORCERESS (OS)

Perhaps not--

1(d) B

ON SORCERESS

SORCERESS (con't)

But you have to be here to

use it!

And with that she reaches high. Lightning seems to flash between her fingers and she shoots the rays OS.

100

ON MORGOTH

As the rays spin around him, opening up the gate.

MORGOTH

No! No time to think--

SORCERESS (OS)

Back, Morgoth -- bck to your prison zone! Back!

MORGOTH

Nooooo!

And he vanishes with a flash.

ON OLD MAN AND SORCERESS

OLD MAN

You...you did it! Thank you!

**SORCERESS** 

(warmly)

No...we did it. Thanks to you, and your stories.

The Old Man looks at her hard.

OLD MAN

Do I know you?

REVISED DATE S/7/2

Olon

#### SORCERESS

(gently)

Once, a long time ago. Now I must go. Goodbye, and good luck!

And she turns into Zoar and flies off OS. The Old Man shakes his head and walks OS as well.

DISSOLVE TO:

# INT CASTLE GRAYSKULL - SORCERESS' DEN

Where the Sorceress picks up a single, dark feather (same color as Kuduk Ungol's feathers).

## SORCERESS (VO)

As for me, when I returned to the Castle, Kuduk Ungol was gone.

She goes to the window, looks out.

# // HER POV

As far below, a grey-cloaked figure walks slowly away, using a staff to support himself.

## SORCERESS (VO)

I never saw her again, never had the chance to thank her.

DISSOLVE TO:

# / C / THRONE ROOM

Where the Sorceress ascends the throne, and sits.

#### SORCERESS (VO)

And that is how I came to be the Sorceress of Castle Grayskull!

RIPPLE DISSOLVE TO:

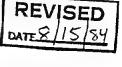
# EXT RUINS - DAWN

Where the Sorceress dissolves the viewing wall-screen and He Man nods. Stridor is evident in the BG.

### HE MAN

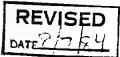
And it was a lucky day for us all, Sorceress. We've needed you more than I can ever tell you.

\*



\* \*

\* \*



160

CLOSE ON HE MAN

Who looks up OS.

HE MAN

And I think we're about to need you again!

16

ANGLE ON SKY

Where the Wheel of Fire appears again.

168

ON SORCERESS

Alert, ready.

SORCERESS

The symbol of Morgoth! It is time!

169

ANGLE ON WHEEL OF FIRE

As suddenly it explodes, and in its place there is a gaping hole in the sky, a darkness from which emerges the right arm and head of MORGOTH THE TERRIBLE. The hole is too small for him to come through all the way - and he's a giant. At the same instant, a huge, truck-sized gem shoots out of the opening TOWARD CAMERA.

MORGOTH

Ah, Eternia, at last! Now to take up where I left off -- and conquer!

SORCERESS (OS)

No, Morgoth! Not now or ever!

And he looks down to:

170

SORCERESS

Standing apart from He Man.

MORGOTH (OS)

You again! Foolish! I have spent these years building up my powers. You are no match for me now. Surrender!

SORCERESS

Never!

ANOTHER ANGLE

Includes He Man as, in the distance, the huge gem touches down gently, and begins to emanate an energy field.

SORCERESS

There, He Man! The gem is Morgoth's link to this world. Destroy it, and he cannot come through.

HE MAN

Then let's do it!

And he walks OS.

ON MORGOTH

Still only partly through the dimensional rift.

MORGOTH

Not this time, Sorceress. How about a little lightning to keep you busy?

And form his hand a bolt of lightning shoots out down OS.

ON SORCERESS AND HE MAN

As she deflects the incoming bolt with a mystic shield that appears in front of her hands. He Man backtracks a second.

HE MAN

Here, let me--

SORCERESS

No, He Man! I'll be all right! The gem! Destroy the gem!

And she deflects another bolt, this one staggering her a bit. He Man turns toward the gem.

ANOTHER ANGLE - INCLUDES GEM

As He Man tries to get near it, but runs into a force field.

HE MAN

Ooof! Force field!

He pushes at it, but it only gives slightly.

HE MAN

(with effort)
Can't...get...through!

MORGOTH (OS)

(laughs)

15

ON MORGOTH

More fully through now.

MORGOTH

Fools! Did you really think you could stop Morgoth? No living creature can pass the barrier I have put around the gem! No one! (laughs)

By way of punctuation, he shoots another bolt down OS.

70

ON SORCERESS

Deflecting this bolt, getting tired.

SORCERESS

(breathlessly)
He Man! Keep trying! We've got
to stop him!

ON HE MAN

Giving the force field everything he's got.

HE MAN

Got to...get...through!

ON STRIDOR

Eyes glowing, it steps forward.

MORGOTH (OS)

(laughs)

WIDE ANGLE - HE MAN

As Stridor comes up alongside him, meets some resistance, but pushes forward!

MORGOTH (OS)

(laugh fades to shock) What?! What are you doing?!

ON MORGOTH

MORGOTH

Impossible! No living thing can penetrate that barrier!

REVISED DATE 77/5 /S/ CLOSE ON HE MAN

HE MAN

But Stridor's not alive! He's a robot!

/ ON MORGOTH

Really steamed. He rears back one hand - still halfway between worlds - and lets loose with one heck of a bolt.

MORGOTH

No!!!

And it flies down OS.

/83 ON STRIDOR

As the bolt slams into the robot, staggering him.

HE MAN (OS)

Stridor!

But the robot rallies, and presses on, head bent against the force field.

/84 on morgoth

Maybe a little scared now.

MORGOTH

You...will...stoppppp!

Another bolt flashes OS.

/85 ON STRIDOR

As the second bolt hits the robot. And now it's smoking, sparks flashing. It falls to one knee.

/SC ON HE MAN AND SORCERESS

HE MAN

A little further, Stridor!

/ 🤇 🤝 ON STRIDOR

Looking spent.

HE MAN (OS)

You can do it!

And Stridor, only a few feet from the gem, picks himself up and staggers to the other side of the gem.

/S8 ON MORGOTH.

In a rage.

MORGOTH

No! No! Noooooo!

He shoots a final bolt, bigger than all the rest.

189 ON STRIDOR

As it hits, at the very second that Stridor kicks the gem with his hind legs, knocking it OS, out of the force field.

ON HE MAN

Catching the huge gem, and looking OS, stricken.

101 HIS POV

Stridor falls.

HE MAN (OS)

Stridooorrr!

ON HE MAN

And is he mad!

HE MAN

That's it, Morgoth! Everything has its fracture point...

ON MORGOTH

Aghast, fearing the worst, shooting rays down OS at He Man.

HE MAN (con't)

I've just reached mine--

ON HE MAN

Raising one karate-like hand over the gem, bathed in Morgoth's bolts, so determined tht he doesn't even feel the bolts striking him.

HE MAN (con't)

And you've just reached yours!

He brings the hand down and WHAMM, splits the gem in two!

ON MORGOTH

As the Wheel of Fire reappears all around him.

#### MORGOTH

No! You can't! I was so close!

# ON HE MAN

Hefting the gem halves over his head, power glow from the gem all over him.

HE MAN

And don't...come...back!

And he throws them up OS.

ON WHEEL OF FIRE AND MORGOTH

As the gem strikes them, and everything vanishes with a blast of white light.

/ O V WIDE ON HE MAN AND SORCERESS

As she goes to He Man, who looks somewhat staggered by the forces that just washed over him.

SORCERESS

He Man! Are you all right?

HE MAN

A little weak, but alright. What about Stridor?

She looks OS.

THEIR POV

Stridor shifts a little, but he's flat out in bad shape.

HE MAN (OS)

We have to get him back to the laboratory. Man At Arms can fix him up -- if we get there in time.

ON SORCERESS

SORCERESS

But how? I can fly back myself, but...

ON HE MAN

1

As he goes to Stridor, and physically lifts him up onto his shoulders!

HE MAN

Stridor carried me here. It's only fair that I return the favor.

# WIDEN TO INCLUDE SORCERESS

Wide eyed.

SORCERESS

Can you manage him all the way back to the palace? Shouldn't you rest first?

HE MAN

And after what Stridor No time. just did, I'd carry him to the other side of the planet, if I had to.

And he walks OS, the Sorceress following.

CUT TO:

EXT ROYAL PALACE

CAMERA PUSHES IN under:

HE MAN (VO)

Well, Duncan? Will Stridor be all right?

INT MAN AT ARMS' LABORATORY

Where Man At Arms is disconnecting Stridor, on his feet and looking quite nifty, thank you, from a monitor. Sorceress stands nearby.

MAN AT ARMS

I think he'll be just fine now.

ON HE MAN

Approaching Stridor, patting the mechanical beast's neck.

HE MAN

Am I glad to hear that! We've been through quite a lot, the two of us. I wonder what he thinks of it all.

MAN AT ARMS (OS)

One way to find out.

And He Man turns, looks OS.

MEDIUM ON MAN AT ARMS

Switching on another monitor with a TV-like screen.

MAN AT ARMS

This new electro-thought monitor I've developed should show us exactly what's on Stridor's mind.

And he pushes a button as He Man ENTERS FRAME.

ON THE MONITOR

As, under what follows, we SEE pictures of fields, streams, woods, hills.

MAN AT ARMS (OS)

Open fields, streams,

forests, hills...

ON HE MAN

HE MAN

What does it mean?

MONITOR (OS)

Free.

INSERT - SPEAKER IN MONITOR

MONITOR

Free...Free...Free...

MAN AT ARMS

Looking up from the monitor (still beeping), puzzled, uncertain.

MAN AT ARMS

But...what does a machine know about freedom?

ON SORCERESS

Approaching.

SORCERESS

I believe he is more than a machine now, Man At Arms.

210

ON STRIDOR

Eyes flashing, standing tall.

SORCERESS (OS)
He may have been a robot when he went against Morgoth, but he is a living creature now.

211

WIDER - INCLUDE ALL AND STRIDOR

As Man At Arms reaches for another lever.

MAN AT ARMS

Then he must be set free. It's wrong to keep anything that longs to walk free.

And, throwing the switch, a door opens, and Stridor, casting a last look at them, goes out under:

HE MAN

Besides -- I have a hunch that if we ever need him again, he'll be there.

And the door closes behind Stridor.

SORCERESS

Now I, too, must be going, He Man.

ON SORCERESS

Holding up her palm as the Crystal of Allenar we saw earlier fades from view.

SORCERESS

The Crystal that allows me to maintain my form outside Castle Grayskull is wearing off.

WIDEN TO INCLUDE HE MAN

As the Sorceress transforms into Zoar.

HE MAN
Before you go, I wanted to thank
you for all you've done -- not just
today, but for all those years you
waited, protecting Castle Grayskull.

// ON SORCERESS/ZOAR

SORCERESS

(telepathic)
It has been the highest honor,
He Man, and it has been, and always
will be, a joy for me to call you
my friend.

ON SORCERESS/ZOAR AND HE MAN

As she gently grazes He Man's face with the tip of one wing.

SORCERESS

(telepathic)
And now, like the wind!

And she soars OUT OF FRAME.

WIDER - INCLUDE WINDOW

As Zoar soars past Man At Arms and out through the window. He Man approaches, and they stand looking out the window.

MAN AT ARMS She's a very special person, He Man.

HE MAN Yes, Duncan, she is.

EXT SKY

As Zoar soars, loops, and flies, triumphant, TOWARD CAMERA.

HE MAN (VO) Very special indeed.

And with a graceful turn, she soars up, and up and away OS with a falcon cry of joy unbounded.

FADE OUT

THE END

MU #66073

# HE MAN AND THE MASTERS OF THE UNIVERSE

# ORIGIN OF THE SORCERESS

MU #66073

## THIRTY SECOND TAG

FADE IN:

ON HE MAN IN DUNCAN'S LAB

HE MAN

Today we learned about the importance of taking responsibility.

SCENES FROM SCRIPT: SCOUT SHIP ATTACK, VILLAGER URGING SURRENDER, LARA NEE AT THE GATES OF GRAYSKULL

HE MAN (VO)

When someone is in trouble, it's everyone's responsibility. When things go wrong, we can't just walk away. It's up to all of us to do whatever we can to help someone in need.

BACK TO SCENE

HE MAN

Because, as we saw today, no matter how big the problem, one person, or one living creature, can make a difference.

(BEAT)

See you next time!

FADE OUT

## HE MAN AND THE MASTERS OF THE UNIVERSE

## ORIGIN OF THE SORCERESS

MU #66073

CAST LIST

ADAM

HE MAN

SORCERESS/ZOAR

MAN AT ARMS

ORKO

CRINGER

BATTLECAT

STRIDOR - He Man's robot horse, creation of Man At Arms (see Mattel model). No dialogue.

TEELA NA - the young Sorceress, in the days when she was still an average, though attractive, mortal (perhaps available in MU #66006).

FERROS - Rat-faced representative of the Horde, Captain of the Scout Ship, in charge of the expedition to Eternia.

RACHNEY - spider-like Horde soldier.

REPTA - ditto, only with the features of a lizard.

LITTLE GIRL - one line.

VILLAGER - Male, big but cowardly. A real loser.

OLD MAN - bearded, weathered, but strong of will.

KUDUK UNGOL - The Sorceress of Castle Grayskull in the years prior to the Sorceress. Like her, she is plumed but in the colors and configuration of a hawk.

MORGOTH THE TERRIBLE - a giant sorcerer from Eternia's distant past. Very powerful, bearded, mean.

MONITOR - electronic voice. Two lines.

